Design Review Presentation – Script

Introduction Slide

As a start, we’ve established 3 key requirements our application must feature:

* The main goal of the application is creating an augmented reality play space in which the users can interact with AR models in real time using targeted images on cards.
* It’s to be designed in such a way as to facilitate play for autistic children, for example featuring short, simple words that are easy to understand in the UI (User Interface).
* It will pinpoint the key issues our target audience faces and assist them, for example developing social skills with the multiplayer element of the app.

Overview Slide

* The application we are developing is in the style of the popular card game “Top Trumps”, in which players compare the chosen stat of their card and the player with the highest stat wins.
* The cards are entirely virtual, with the current card’s model being displayed in augmented reality on the game board.
* We have decided on this base game as it encourages interaction between players in a simple to understand ruleset.
* For additional features, we will include accessibility options such as different font sizes or the option to use icons instead of words.
* We will also include gesture commands that encourage the understanding of basic gestures, something that autistic children commonly struggle with.

Research Slide

* During our research into design, we found some general principles that we will attempt to follow to ensure that our application is suitable for our userbase.
* The use of clear and simple icons is helpful to autistic children, as they tend to struggle to think in an abstract way.
* A minimalist UI in which there is as little screen clutter as possible is also helpful as overloading the user with information may confuse them.
* Clear feedback on every interaction is also important, such as a slight change in colour on a button press, or a sound to signal that their action has done something.

Design Slide

* We have designed the app around having a simple and uncluttered layout that is consistent throughout and easy to understand
* We have also ensured that the actual game view, that being the AR camera is maximised by having a minimal amount of intrusive UI elements.
* The cards we have designed are colourful and distinct in accordance with the overall colour scheme and have unique features such as different shapes and icons.

Screenshots and Cards slides

* Slide 1:
  + This is a basic wireframe design of how we intend the main game view to look, as you can see it shows what players are connected and features a prompt to point the camera at the gameboard card to start the game.
* Slide 2:
  + This is the screen that appears when it is the current player’s turn, the player chooses one of 4 stats that they think will be the strongest and chooses it through the application itself. The scores of each player are also recorded at the bottom part of the screen.
* Slide 3:
  + This is what the menu screen will look like, it allows the player to choose basic actions like resume, restart, quit and the options menu, which will feature thins such as text size or sound etc.
* Slide 4:
  + These are the cards we will be using as image targets in the game, as you can see they are unique in colour and have distinct icons on them to ensure they are detected easily by the AR camera. All the cards have achieved a 5 star rating on Vuforia.

Colour Scheme Slide

* We have chosen a base colour scheme of blue, yellow, green and red as the combination of these colours will result in a contrasting and distinct style that is suitable for children.
* We have used light shades as it provides less strain on the eyes and is also non-threatening.
* We are using these colours consistently throughout the application, including on the physical game cards.